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# ARNOLD, WHITE & DURKEE

A PROFESSIONAL CORPORATION

*Attorneys at Law*

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TELEPHONE (713) 787-1400  
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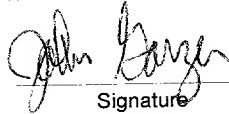
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(713) 787-1575

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## BOX PATENT APPLICATION

Assistant Commissioner for Patents  
Washington, DC 20231

RE: *U.S. Patent Application Entitled: BUS TRANSACTION GENERATOR AND METHOD OF OPERATION - William A. Hobbs, Doug Boyce, Kenneth B. Oliver, and Pierre M. Brasseur (P4788)*

Sir:

Transmitted herewith for filing are:

- (1) 25-page patent specification with 28 claims and an abstract (also Figures 1-7 on 6 sheets);
- (2) Declaration;
- (3) Assignment and Assignment Cover Sheet; and
- (4) Our check in the amount of the total filing fee (listed below).

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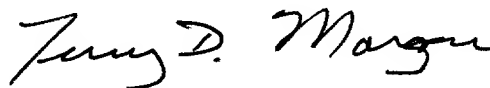
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| Total Claims                | 28 - 20 = 8         | x \$11 = \$           | or x \$22 = \$ 176.00     |
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Terry D. Morgan  
 Reg. No. 31,181

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Application for United States Letters Patent

for

**BUS TRANSACTION GENERATOR AND METHOD OF  
OPERATION**

by

William A. Hobbs

Doug Boyce

Kenneth B. Oliver

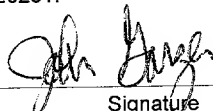
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# BUS TRANSACTION GENERATOR AND METHOD OF OPERATION

## BACKGROUND OF THE INVENTION

### 1. FIELD OF THE INVENTION

5 The invention relates to a device for generating bus transactions and responses, and more specifically, to a bus transaction/response generator that creates user-specified bus cycles under high level language control.

### 2. DESCRIPTION OF RELATED ART

Fig. 1 illustrates a portion of a typical computer system, such as a personal  
10 computer (PC), including one or more processors 10 and a chipset 12 coupled together by means of a processor bus 14. The chipset 12 is coupled to a memory device 15 such as a dynamic random access memory (DRAM) device and an input/output (I/O) bus 16.

The processor 10 is the “brains” of the computer. The processor 10 includes an arithmetic logic unit (ALU), which performs arithmetic and logical operations and a  
15 control unit, which extracts instructions from memory and decodes and executes them, calling on the ALU when necessary. A symmetric system is a system that includes multiple processors, wherein each of the processors is capable of executing any task.

A bus is like a highway on which data travel within a computer. It is simply a channel over which information flows between two or more devices. A bus normally has  
20 access points, or places into which a device can tap to become attached to the bus, and devices on the bus can send to, and receive information from, other devices. The processor bus 14 is the bus that the chipset 12 uses to send information to and from the

processor 10. Computer systems also typically include at least one I/O bus 16, such as a peripheral component interconnect (PCI) bus, which is generally used for connecting performance-critical peripherals to the memory 15, chipset 12, and processor 10. For example, video cards, disk storage devices, high-speed networks interfaces generally use  
5 a bus of this sort. PCs typically also include additional I/O buses, such as an industry standard architecture (ISA) bus, for slower peripherals such as mice, modems, regular sound cards, low-speed networking, and also for compatibility with older devices.

The system chipset 12 controls this communication, making sure that every device in the system is talking properly to every other device. The chipset 12 is an  
10 integrated set of components that perform many of the vital functions of the computer system, including functions that once required several separate chips. Typical functions performed by the chipset 12 include memory controller, which allows the processor 10 to access the computer memory 15; I/O bus bridge, which interfaces the processor bus 14 with other computer buses, such as the PCI or ISA buses; real-time clock (RTC); direct  
15 memory access (DMA) controller, which allows system devices to directly access the memory 15 rather than accessing the memory 15 through the processor 10, keyboard controller, mouse controller, etc.

Each transaction initiated on the processor bus 14 goes through three general stages: the arbitration phase, the address phase, and the data phase. For a component, or  
20 “agent,” on the bus 14 to initiate a transaction on the bus 14, the agent must obtain “ownership” of the bus 14. This happens during the arbitration phase, where the agent initiating the transaction, known as the *requesting agent*, signals that it wants to use the

bus 14. Once the requesting agent acquires bus ownership, it sends an address out on the bus 14 during the address phase. The other agents on the bus 14 receive the address and determine which of them is the target of the transaction -- the *target agent*. Finally, during the data phase, the requesting agent waits for the target agent to provide the requested read data or to accept the write data.

Bus transactions on more complex buses, such as the Intel® Pentium® Pro bus, include additional phases. The Pentium® Pro bus, for example, includes the following transaction phases: arbitration phase, request phase, error phase, snoop phase, response phase, and data phase. The Pentium® Pro bus is divided into groups of signals that generally correspond to the transaction phases, each of which is only used during the respective phase of a transaction. The operation of the Pentium® Pro bus is explained in detail in *Pentium® Pro Processor System Architecture*, by Tom Shanley, MindShare, Inc., chapters 8-17, incorporated herein by reference in its entirety.

When a requesting agent wishes to obtain bus ownership to initiate a bus transaction, it arbitrates for ownership of the request signal group. In a symmetric system (a multiple-processor system wherein each processor is capable of handling any task), multiple processors may simultaneously request ownership of the bus. These processors are referred to as *symmetric agents*, and the process for determining which symmetric agent gets ownership of the bus is known as symmetric arbitration. In comparison, *priority agents* are agents on the bus that arbitrate for bus ownership by asserting a priority signal.

Once the requesting agent has ownership of the request signal group, it drives a transaction request onto the request signal group during the request phase. A Pentium® Pro processor bus transaction request phase is two clocks in duration. Address, transaction type and other transaction information is output in two packets during the request phase; one packet during each of the two clocks of the request phase. The other bus agents receive the transaction request and determine which of them is the target agent.

Moreover, specific bus transactions may take a relatively long time to complete. For instance, the target agent may be busy and therefore, not available to immediately complete the request. In this case, the target agent may choose to defer the transaction request to a later time, in which case the target agent is called a *deferring agent*. Further, data reads and writes may often take a significant amount of time to complete. The Pentium® Pro bus is designed to prevent busy or slow bus agents from tying up the bus for an extended time period. If the target of a data read or write will take a long time to complete the data transfer, it instructs the requesting agent to terminate the transaction, then the targeted agent will initiate a transaction to transfer the data when the read or write is completed.

During the error phase, the bus agents receiving the transaction request inspect the request to determine whether it was corrupted during the transmission by verifying the transaction request's parity bit. Any of the receiving agents that detect a parity error assert the error phase signal. The requesting agent checks the error phase signal at the end of the error phase to see if the request was received without error. If an error was

detected, the remaining transaction phases are canceled and the transaction may be retried. If the receiving agents all receive the request without error, the requesting agent proceeds to the next phase.

If the initiated transaction is a memory transaction, agents receiving the transaction request that have an internal cache perform a cache lookup, or “snoop,” to determine whether the requested memory line is in any agent’s cache. These agents are referred to as *snooping agents*. Snooping agents provide the snoop results via the snoop phase signals. During the snoop phase, the requesting agent and the response agent sample the snoop phase signals. Once the snoop phase is complete, the requesting agent proceeds to the response phase and begins sampling the response phase signals. The response agent notifies the requesting agent how it intends to handle the request via the response phase signals.

Finally, if the transaction involves a data transfer, the requesting agent continues with the data phase. If the bus transaction is a data write transaction, the requesting agent delivers the data to the response agent during the data phase. If it is a data read transaction, the response agent delivers the data to the requesting agent. The bus transaction is complete when the data phase is finished.

The Pentium® Pro bus is designed to allow various phases of several different bus transactions to occur simultaneously to improve bus performance. When a request agent finishes with the signal group for a specific phase, it relinquishes control of that signal group and takes ownership of the signal group for the next phase. For example, once the

request agent has issued its transaction request and is ready to check the error phase signals, it no longer requires the use of the request phase signals. Thus, it relinquishes control of the request phase signals and allows another bus agent to take control and initiate a transaction.

5           Components, such as processors and chipsets, coupled to complex buses often contain bugs that cause them to fail during operation. In the failing scenarios, the components frequently respond incorrectly to specific bus transaction sequences, even when the bus transaction sequence is “legal”; in other words, there is nothing in the bus transaction sequence that should have caused the component to fail. The process of  
10   correcting these bugs requires inducing the failure under controlled conditions to isolate the bug. Part of this process may require repeating the bus transaction sequence corresponding to the failure.

          Current practices for validating bus/component interactions in which failures occur may include operating a processor on a bus using standard assembly language to  
15   generate bus transactions. Assembly language, however, has little correlation to the types of bus transactions being generated, offers little control over the exact sequence of bus cycles produced, and offers almost no control over the relative timing between back to back bus transaction phases.

          Moreover, this problem is compounded when one or more out-of-order processors  
20   are bus agents. An in-order processor fetches a set of instructions and executes them in a sequential program order. On the other hand, an out-of-order processor improves

instruction execution performance by executing instructions that are ready for execution before instructions that are not ready, even if the ready instruction is later in the instruction sequence. This prevents the processor from stalling while an instruction is made ready for execution. For example, a non-ready instruction awaiting data from a memory read does not stall the execution of later instructions in the instruction stream that are ready to execute. Thus, with prior art assembly language controlled, processor-generated bus transactions using an out-of-order processor, the processor controls the bus transaction sequences, rather than a technician attempting to generate a specific sequence of bus transactions.

10 A similar problem occurs in the development of components such as chipsets and processors. In the early design stages, the components being developed are simulated in a software environment and are often driven by a high-level bus model known in the art as a bus functional model (BFM). A simulation stimulus software language may then used to exercise the simulated system. While these methods provide a designer a high level of control, observability and repeatability when testing system designs, the simulation environments are extremely slow, typically operating at about 1-10 Hz. Further, there is no corresponding capability for repeating the simulation on actual systems (hardware) during the design stages that provides the desired control, observability and repeatability.

Thus, a need exists for a system that generates precisely controlled, user-specified bus transactions at an acceptable speed.

## SUMMARY OF THE INVENTION

In one aspect of the invention, a system for generating transactions on a bus includes at least one instruction memory storing one or more predefined bus stimuli instructions, and at least one phase generator coupled between the bus and the instruction  
5 memory for providing signals to the bus in response to the instructions.

In another aspect of the invention, a method for generating transactions on a bus includes receiving instructions representing predefined bus stimuli. The instructions are converted to signals that, when applied to the bus, execute at least one phase of a bus transaction.

10 In yet another aspect of the invention, a method for verifying the operation of at least one bus agent using a bus transaction generator is presented. The bus transaction generator provides bus stimuli in response to a predefined sequence of bus transactions and in response to signals received from the bus. The method includes coupling at least one bus agent to the bus and coupling the bus transaction generator to the bus. A  
15 sequence of bus transactions is defined and assembled into an object file representing bus stimuli. The method further includes initializing the bus agent and executing the bus stimuli.

## BRIEF DESCRIPTION OF THE DRAWINGS

20 Other objects and advantages of the invention will become apparent upon reading the following detailed description and upon reference to the drawings in which:

Figure 1 is a block diagram of a prior art computer system;

Figure 2 is a block diagram of a bus transaction generator in accordance with an embodiment of the present invention.

Figure 3 is a block diagram of a bus transaction generator in accordance with  
5 another embodiment of the invention;

Figure 4 is a block diagram that illustrates yet another embodiment of a bus transaction generator in accordance with the present invention

Figure 5 is a block diagram illustrating a particular embodiment of a bus transaction generator in accordance with the present invention;

10 Figure 6 illustrates a first exemplary implementation of a transaction generator in accordance with an embodiment of the invention; and

Figure 7 illustrates a second exemplary implementation of a transaction generator in accordance with an embodiment of the invention.

While the invention is susceptible to various modifications and alternative forms,  
15 specific embodiments thereof have been shown by way of example in the drawings and are herein described in detail. It should be understood, however, that the description herein of specific embodiments is not intended to limit the invention to the particular forms disclosed, but on the contrary, the intention is to cover all modifications, equivalents, and alternatives falling within the spirit and scope of the invention as defined  
20 by the appended claims.

## DETAILED DESCRIPTION OF THE INVENTION

Illustrative embodiments of the invention are described below. In the interest of clarity, not all features of an actual implementation are described in this specification. It will of course be appreciated that in the development of any such actual embodiment, numerous implementation-specific decisions must be made to achieve the developers' specific goals, such as compliance with system-related and business-related constraints, which will vary from one implementation to another. Moreover, it will be appreciated that such a development effort might be complex and time-consuming, but would nevertheless be a routine undertaking for those of ordinary skill in the art having the benefit of this disclosure.

Fig. 2 is a block diagram illustrating an embodiment of a transaction generator 20 in accordance with the present invention. The transaction generator 20 includes an instruction memory 22 that stores one or more predefined representations of bus stimuli and at least one phase generator 24 coupled to a bus 26 that provides the bus stimuli in response to the instructions. The transaction generator 20 is coupled to the bus 26 via an appropriate connector, such as a male connector that mates with a processor socket on a motherboard. In one embodiment of the invention, the phase generator 24 further tracks the state of the bus 26 and responds to stimuli received from the bus 26.

Fig. 3 illustrates an embodiment of the present invention in which the phase generator includes a digital logic device 25 and a phase engine 28 coupled between the

instruction memory 22 and the bus 26. The logic device 25 includes the logic circuits and associated support circuits to implement the instructions stored in the instruction memory 22. The phase engine 28 functions to control the timing and logic levels of the bus stimuli. The embodiment illustrated in Fig. 3 also includes a response memory 30, which  
5 may store information relating to specific bus transaction phases and predefined responses to stimuli received from the bus 26.

Fig. 4 is a block diagram that illustrates yet another embodiment of a transaction generator 20 in accordance with the present invention. The logic device 25 comprises a control portion 40 for controlling the phases of the bus transactions and a data portion 42.  
10 The control portion 40 generally arbitrates for bus ownership and executes the request portions of the bus transaction. The data portion 42 implements the data portions of a bus transaction. A data memory 44 is coupled to the data logic device 42 for storing data that is transmitted to or received from other agents on the bus 26. In a similar manner, the phase engines 28 comprise a control phase engine 46 and a data phase engine 48 for  
15 controlling the timing of the bus stimuli.

Fig. 5 is a block diagram illustrating a particular embodiment of a transaction generator 20 in accordance with the present invention. The embodiment of Fig. 5 implements the transaction generator 20 with an Intel® Pentium® Pro processor bus. While Fig. 5 illustrates an implementation of the transaction generator 20 with the  
20 Pentium® Pro processor bus, the present invention is not limited to any particular type of bus. It would be well within the ordinary skill in the art to apply the present invention to other bus types by one in the art having the benefit of this disclosure. In the exemplary

embodiment of Fig. 5, the phase generator 24 comprises three field programmable gate arrays (FPGA) 50, 52, 54. Suitable FPGAs, for example, include model 4036XL or 4062XL FPGAs available from Xilinx® Inc., San Jose, CA. The FPGAs 50, 52, 54 may be programmed using a hardware descriptive language as is known in the art, such as 5 VHDL or Verilog. Alternately, application specific integrated circuits (ASIC) may be designed, or discrete logic devices may be arranged, to implement the digital logic functions of the transaction generator 20 by one skilled in the art having the benefit of this disclosure.

The three FPGAs 50, 52, 54 of the embodiment illustrated in Fig. 5 comprise a 10 flow FPGA 50, a request FPGA 52 and a data FPGA 54. Each of the FPGAs 50, 52, 54 is coupled to the instruction memory 22, which in an embodiment of the invention comprises a static random access memory (SRAM) device. The data FPGA 54 is further coupled to the data memory 44, and the flow FPGA 50 and the request FPGA 52 are coupled to the response memory 30. The data memory 44 and response memory 30 also 15 may comprise SRAM devices.

A plurality of phase engines 28 are coupled to the bus 26 to control the timing of the bus stimuli as generated by the FPGAs 50, 52, 54. The phase engines 28 in the specific embodiment illustrated in Fig. 5 generally correspond to the phases of a Pentium® Pro bus transaction, including an arbitration phase engine 56, a request phase 20 engine 58, a snoop/error phase engine 60 and a data phase engine 48. If the transaction generator 20 is implemented with another type of bus, the specific phase engines employed may be different than illustrated in Fig. 5. Additionally, a system phase engine

62 is coupled between the flow FPGA 50 and the bus 26 for providing overall system control signals, such as for starting or resetting the system. The arbitration phase engine 56 is coupled to the flow FPGA 50, the request phase engine 52 is coupled to the flow FPGA 50 and the request FPGA 52, the snoop/error phase engine 60 is coupled to the request FPGA 52, and the data phase engine 48 is coupled to the data FPGA 54.

The phase engine(s) provides the transaction generator's capability to sense bus state on one clock and assert signals on the next clock. The phase engines may include logic level translation devices to translate between FPGA logic levels and the bus logic levels. Suitable devices for this purpose, for example, include model GTLP16612 Gunning Transceiver Logic devices, available from Fairchild Semiconductor Corp., South Portland, Maine. Inputs to the phase engines include the transaction information received from the appropriate FPGA, an arming state from the prior phase, and a small set of signals that are the sense values from the bus for the specific phase. A configuration register (not shown) dictates the assertion period for the specific phase. In the request phase, for example, the configuration register has a value of "001," indicating that the phase is three clocks long, and is asserted for the first two clocks. The arming signal is from the arbitration phase engine, which issues a signal at the state-time that the request phase engine should look for the sense values from the bus.

Fig. 6 illustrates an implementation of an embodiment of the transaction generator 20 in accordance with the present invention. In Fig. 6, the transaction generator 20 is coupled to a bus 26, such as a processor bus. Other agents on the bus may include one or more processors 70 and a chipset 72, for example. In one embodiment, three processors

70 are coupled to the bus 26 in addition to the transaction generator 20, though the transaction generator 20 is capable of interacting with the bus 26 and other bus agents, such as the chipset 72, by itself with no additional processors 70 coupled to the bus 26. The chipset 72 is coupled to a memory device 74 and also provides a bridge to other  
5 buses 76 in the system, such as a PCI bus, ISA bus, etc. A logic analyzer 78 may be coupled to the bus 26 to capture the state of the devices coupled to the bus 26 during the bus transactions. The transaction generator 20 is coupled to a host computer system 80, such as a personal computer (PC).

A bus stimulus file 82 that may include a series of desired bus transactions is  
10 stored in the host system. The bus stimulus file 82 may be based on a user-defined series of bus transactions, an existing system simulation based on a BFM, a logic analyzer trace file, etc. The bus stimulus file 82 is assembled into a binary object file 84 that is provided to the transaction generator 20 along with set-up information.

The host computer 80 provides a programming and control interface to the  
15 transaction generator 20. In addition to providing the binary object file 84 containing the instructions to the instruction memory of the transaction generator 20, the host computer 80 programs the various logic devices in the transaction generator using standard software packages available for this purpose. Further, the host computer 80 may exchange data with the data memory of the transaction generator 80, and provide the  
20 proper responses to received bus signals to the transaction generator 80 response memory. Alternatively, the transaction generator 20 may be implemented without requiring a host computer 80. The transaction generator 20 may be configured such that

necessary programming and control is provided by the system with which it is implemented. In other words, the processor(s) 70 coupled to the processor bus 26, along with the associated control and memory devices 72, 74 coupled to the system bus and other system components (not shown) coupled to the I/O bus 76, may provide the  
5 programming and control functions of the host computer.

In a specific embodiment of the invention, bus stimuli and other instructions are formatted into instruction words having a predefined length. In an embodiment of the invention, the instruction words are 216 bits long. The instruction words are divided into predefined segments, each segment providing instructions to various portions of the  
10 transaction generator 20. For example, an instruction word may be divided into four segments, including a control portion that identifies the type of operation to be conducted, flow FPGA inputs that provide arbitration instructions and request attributes, response FPGA inputs that provide address and transaction type data, and data FPGA inputs that identify data memory addresses for data writes or reads. The composition of the  
15 instruction words will depend on the specific bus stimuli to be generated and the specific type of bus with which the transaction generator is implemented.

In one embodiment, such as the embodiment illustrated in Fig. 5, the transaction generator 20 is implemented with a Pentium® Pro processor bus 26, though the transaction generator 20 may be implemented with any type of bus by one in the art  
20 having the benefit of this disclosure. Thus, a bus transaction begins by arbitrating for bus ownership. For example, if the transaction generator 20 is coupled to the bus 26 in place of one processor in a multi-processor system, such as the Pentium® Pro system, it would

assert an arbitration signal as a symmetric agent to request ownership of the request phase signals. If the transaction generator 20 is operating as a priority agent, such as a host/PCI bridge, it would assert the arbitration signal appropriate for a priority agent. The arbitration FPGA additionally may provide a request attribute, for example, a LOCK#  
5 signal to prevent a priority agent from taking ownership of the bus.

During the request phase of a Pentium® Pro system bus transaction, information about the transaction is output in two packets, packet A and packet B. During each packet, information is output on the bus address and request signal groups. Thus, the transaction generator instruction word request segment allows the user to specify what  
10 information is output to the bus 26 on the address and request signal groups in packet A and packet B. Similarly, the data FPGA portion of the instruction word allows a user to specify appropriate signals for the data phase of the transaction. The data memory 44 stores the data required (read or write) for the data phase of the transaction.

The response memory 30 stores the predefined responses to signals received from  
15 the bus during the error, snoop, and response phases of a bus transaction. For example, the transaction may be programmed to generate a HITM# signal indicating a snoop hit on a modified line. If the transaction generator 20 is functioning as a response agent, it may be programmed to assert a DEFER# signal to indicate that it intends to defer the response to the transaction until a later time.

20 The system configuration illustrated in Fig. 6 may be used to test or verify various system components and configurations. Further, the test system may be modified from

that illustrated in Fig. 6 to facilitate testing specific bus agents. For example, the configuration of Fig. 6 may be useful for validating the chipset 72 operations against processor bus stimuli in situations where the processor 70 is under development, prior to processor availability. It may also be used to generate system fault sequences that a processor 70 cannot mimic. To test the chipset 72, for example, a series of processor bus stimuli are defined, then assembled into a binary object file that is provided to the transaction generator 20. The system is initialized and the transaction generator 20 implements the bus stimuli. The logic analyzer 78 may then capture the chipset 72 responses during each bus clock for subsequent analysis.

10        Additionally, the configuration of Fig. 6 is useful for providing controlled, “background” bus traffic when testing system operation. System bugs often occur during a specific sequence of bus transactions. Often, these bugs do not repeat under controlled scenarios with minimal bus traffic. The transaction generator 20 may be used to generate high volumes of complex bus transactions, making bugs more apparent. Interagent transactions may be investigated, and fault sequences may be repeated under controlled conditions. A series of bus transactions may be defined, then programmed to repeat, or loop, for a predetermined number of cycles to stress the bus. Further, the transaction generator may be programmed to intentionally generate errors. The predefined sequence of bus transactions may include “illegal” bus sequences, for example, to determine the ability of the system under test to respond to faults.

15       

20       

Initially, background bus traffic may be generated without data checking to quickly identify catastrophic failures, or “splats,” such as a complete system lock-up.

More sophisticated tests, which include data checking, may be conducted. For example, the transaction generator 20 may be programmed to write preselected data to a location in the memory device 74, then the processor 70 is instructed to read the data. Any data discrepancies may then be correlated to the logic analyzer trace file to isolate the source of the problem. Alternatively, the transaction generator 20 may be programmed to compare the write data to the read data, and record any discrepancies for later analysis.

Fig. 7 illustrates an alternate implementation of the transaction generator 20 that may be used to test the processor 70 operations that are unsupported by an existing chipset. At least one processor 70 is coupled to the bus 26, along with the transaction generator 20. The transaction generator 20 is used to emulate protocol and data operations for agents addressed by the processor 70. In a manner similar to the configuration of Fig. 6, fault sequences may be repeated under program control.

The particular embodiments disclosed above are illustrative only, as the invention may be modified and practiced in different but equivalent manners apparent to those skilled in the art having the benefit of the teachings herein. For example, the transaction generator could be configured to operate with virtually any type of bus by one skilled in the art having the benefit of this disclosure. Furthermore, no limitations are intended to the details of construction or design herein shown, other than as described in the claims below. It is therefore evident that the particular embodiments disclosed above may be altered or modified and all such variations are considered within the scope and spirit of the invention. Accordingly, the protection sought herein is as set forth in the claims below.

## CLAIMS

### WHAT IS CLAIMED IS:

1. A system for generating transactions on a bus comprising:  
at least one instruction memory storing a predefined bus stimuli instruction; and  
5 at least one phase generator coupled between the bus and the instruction memory  
for providing signals to the bus in response to the instruction.
2. The system of claim 1 wherein the instruction memory stores a plurality of  
predefined bus stimuli instructions.
3. The system of claim 1 wherein the instruction comprises an instruction  
10 word having a predefined length.
4. The system of claim 1 wherein the at least one phase generator is further  
responsive to signals received from the bus.
5. The system of claim 2 further comprising a response memory coupled to  
the phase generator storing predefined responses to signals received from the bus.
- 15 6. The system of claim 1 wherein the at least one phase generator includes at  
least one digital logic device responsive to the instructions and at least one phase engine  
for controlling timing of the bus stimuli.
7. The system of claim 6 wherein the digital logic device comprises a field  
programmable gate array.

8. The system of claim 6 wherein the digital logic device comprises an application specific integrated circuit.

9. The system of claim 6 wherein the at least one digital logic device includes a control portion for providing bus control signals and a data portion for sending  
5 data to the bus.

10. The system of claim 9 wherein the control portion includes a flow logic device, a request logic device, and a data logic device.

11. The system of claim 6 wherein the at least one phase engine includes at least one logic level translation device.

10 12. The system of claim 6 wherein the at least one phase engine comprises a system phase engine, an arbitration phase engine, a request phase engine, a snoop/error phase engine, and a data phase engine.

13. The system of claim 9 further comprising a data memory coupled to the data portion.

15 14. The system of claim 9 wherein the data portion further receives data from the bus.

15. A system for generating transactions on a bus comprising:  
an instruction memory storing digital data representing predefined bus stimuli;  
a flow logic device responsive to the instruction memory;

a request logic device responsive to the instruction memory;

a data logic device responsive to the instruction memory;

a data memory coupled to the data logic device storing data to be exchanged with  
agents on the bus;

5 a system protocol generator coupled to the bus and the flow logic device;

an arbitration protocol generator coupled to the flow logic device and the bus;

a request protocol generator coupled to the flow logic device, the request logic  
device and the bus;

a snoop/error protocol generator coupled to the request logic device and the bus;

10 a data protocol engine coupled to the data logic device; and

a transaction response memory coupled to the flow logic device and the request  
logic device storing digital data representing predefined responses to  
signals received from the bus.

16. A system for generating transactions on a bus comprising:

15 first means for storing instructions representing predefined bus stimuli; and

second means for providing signals to the bus in response to the stored  
instructions.

17. The system of claim 16 further comprising third means for storing data  
representing predefined responses to signals received from the bus, and wherein the  
20 second means implements the predefined responses based on the signals received from  
the bus.

18. The system of claim 16 further comprising fourth means for controlling the timing of the signals provided to the bus by the second means.

19. The system of claim 16 further comprising fifth means for storing data to be exchanged with agents on the bus, wherein the second means transmits data from the fifth means in response to the instructions stored in the first means.

20. The system of claim 19 wherein the second means further receives data from the bus and stores the data in the fifth means.

21. A method for generating transactions on a bus comprising the acts of:  
receiving instruction words representing predefined bus stimuli; and  
converting the instruction words to signals that, when applied to the bus, execute at least one phase of a bus transaction.

22. The method of claim 21 further comprising the acts of:  
defining a sequence of desired bus transactions; and  
assembling the sequence of desired bus transactions into an object file comprising instruction words representing predefined bus stimuli that, when applied to a bus, implement the sequence of bus transactions.

23. The method of claim 21 further comprising the act of providing predefined signals to the bus in response to signals received from the bus.

24. The method of claim 21 further comprising the act of exchanging data with agents on the bus.

5 coupling at least one bus agent to the bus;  
coupling the bus transaction generator to the bus;  
defining a sequence of bus transactions;  
assembling the sequence of bus transactions into an object file representing bus  
stimuli;  
10 initializing the at least one bus agent; and  
executing the bus stimuli.

27. The method of claim 25 wherein the defining act comprises defining  
15 processor-initiated bus transactions.

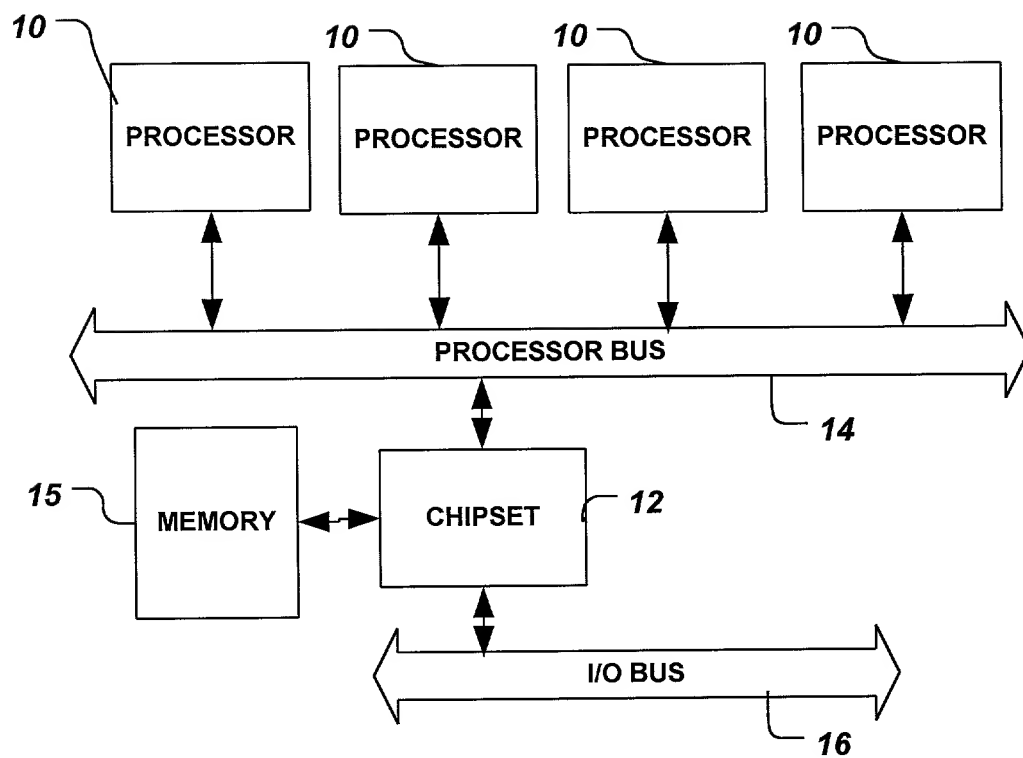
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**ABSTRACT**

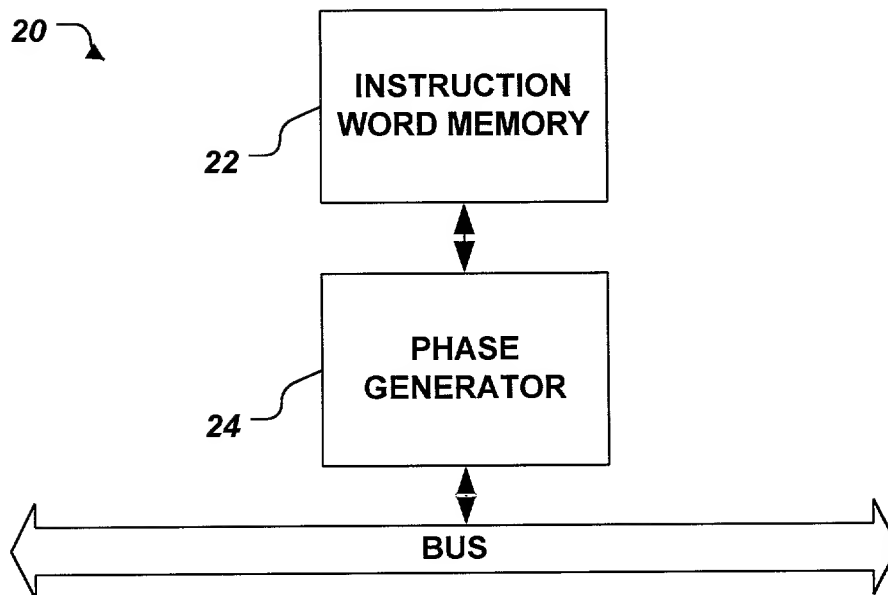
A system for generating transactions on a bus includes at least one instruction memory storing predefined bus stimuli instructions and at least one phase generator coupled between the bus and the instruction memory for providing signals to the bus in response to the instruction memory.

5

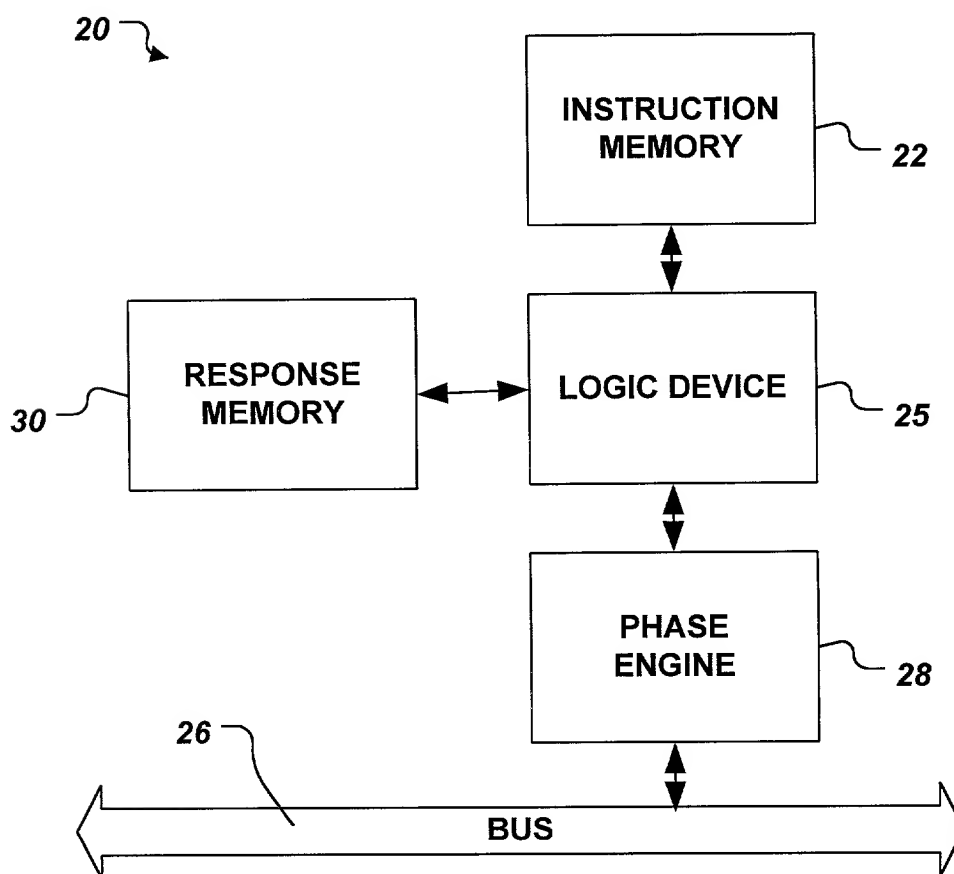
Approved for Release by NSA on 09-08-2013 pursuant to E.O. 13526



**FIG. 1**  
(Prior Art)



**FIG. 2**



**FIG. 3**

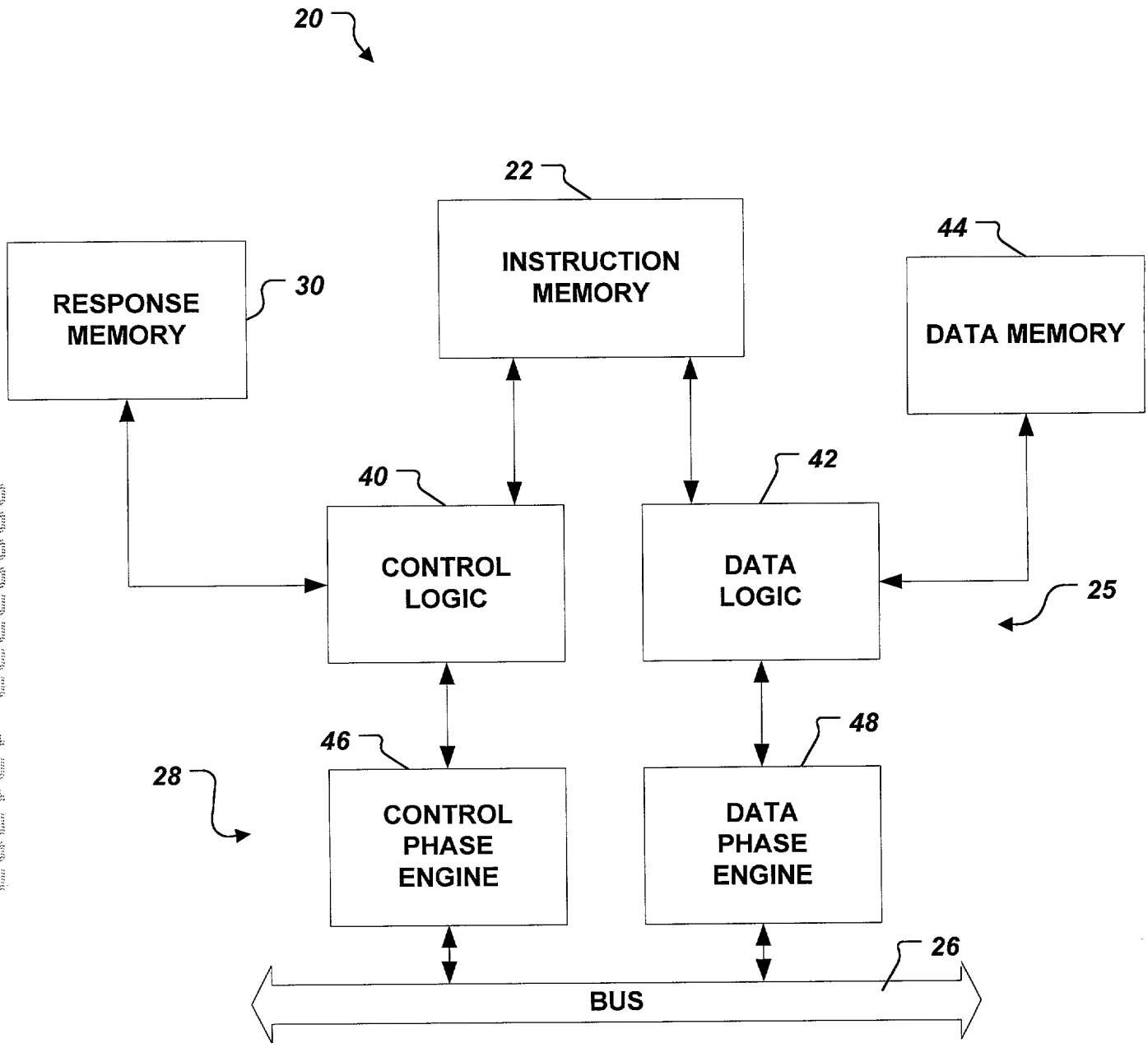
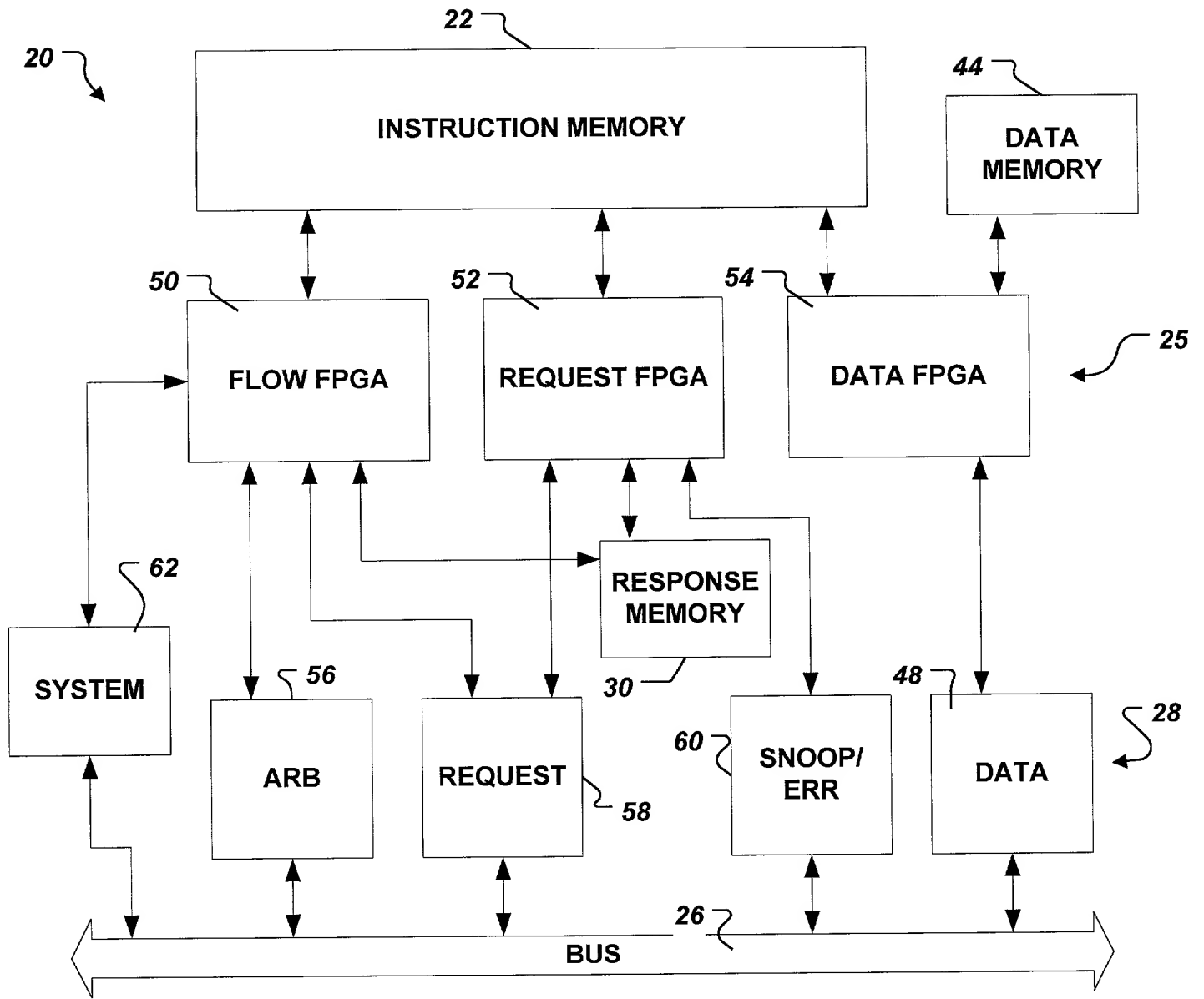
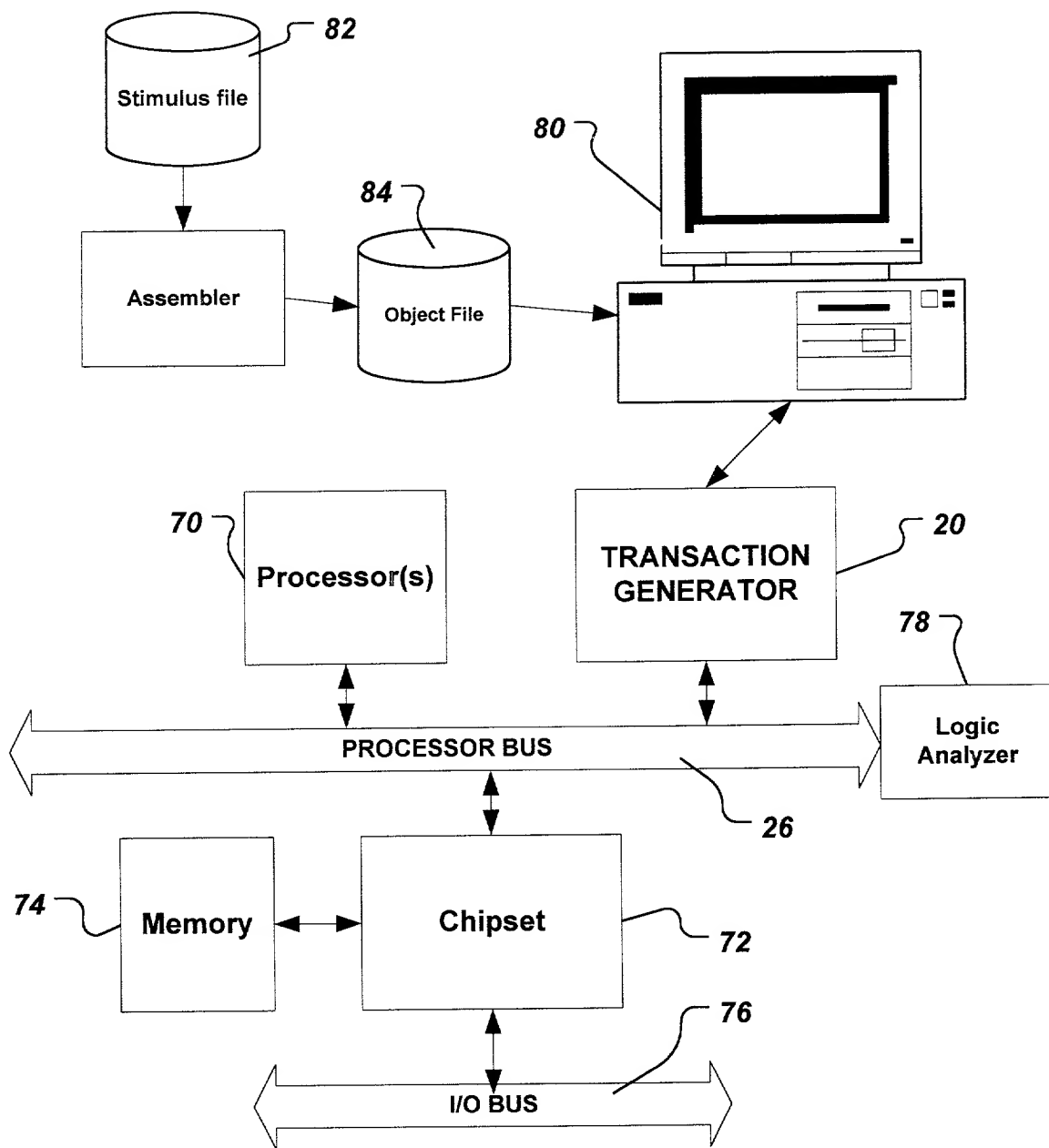


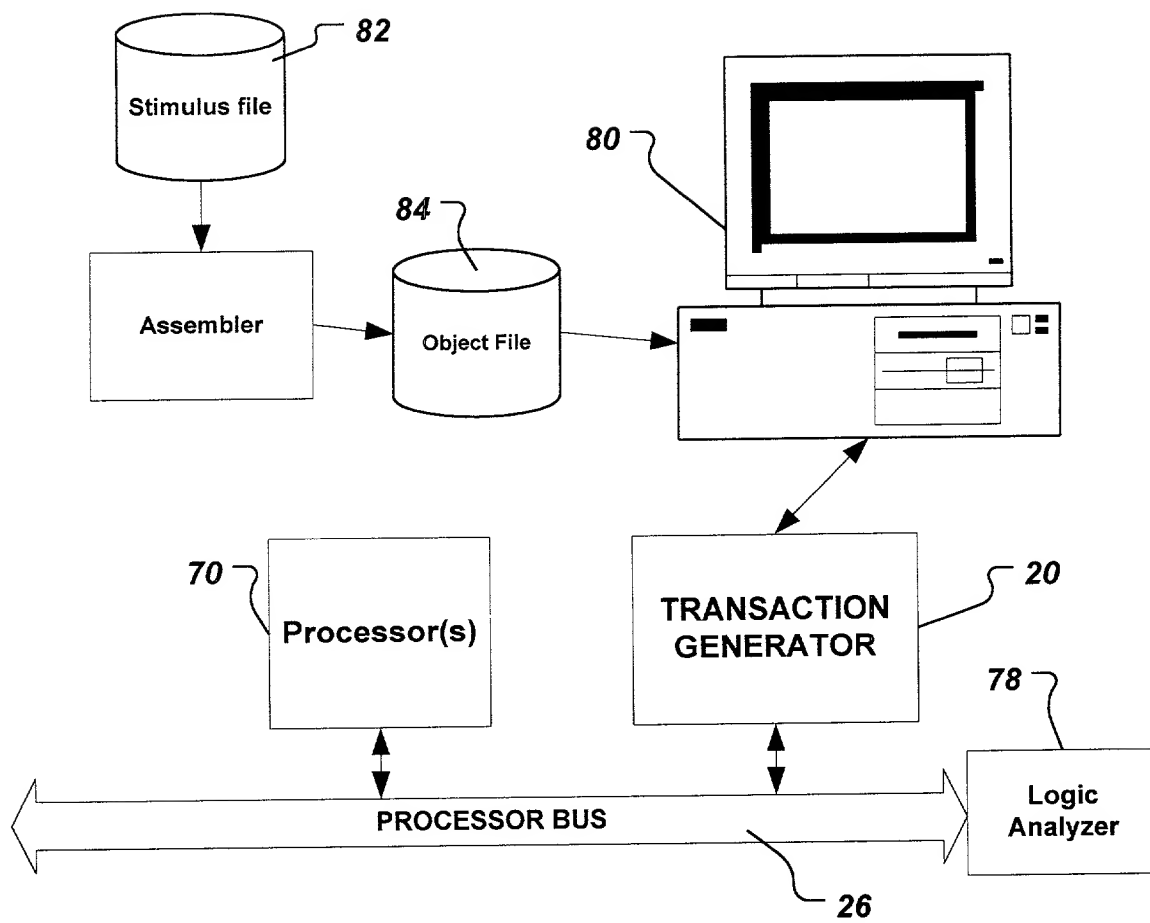
FIG. 4



**FIG. 5**



**FIG. 6**



**FIG. 7**

## DECLARATION

As the below named inventors, we hereby declare that:

Our residences, post office addresses and citizenships are as stated below next to our names.

We believe we are the original, first and joint inventors of the subject matter which is claimed and for which a patent is sought on the invention entitled "BUS TRANSACTION GENERATOR AND METHOD OF OPERATION" the specification of which is attached hereto.

We hereby state that we have reviewed and understand the contents of the above identified specification, including the claims.

We acknowledge the duty to disclose to the Patent and Trademark Office all information known to us to be material to patentability of the subject matter claimed in this application, as "materially" is defined in Title 37, Code of Federal Regulations, § 1.56.

We hereby direct that all correspondence and telephone calls be addressed to Terry D. Morgan, Arnold, White & Durkee, P.O. Box 4433, Houston, Texas 77210, (713) 787-1400, attorneys for the prospective assignee of this application.

I hereby declare that all statements made of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

Inventor's Full Name: William A. Hobbs

Inventor's Signature: W. A. Hobbs

Date: 12/16/97 Country of Citizenship: U.S.A.

Residence Address: 8755 S.W. Miller Hill Road, Beaverton, Oregon 97007 U.S.A.  
(Include number, street name, city, state, and country)

Post Office Address:  
(if different from  
residence address)

Inventor's Full Name: Doug Boyce

Inventor's Signature: \_\_\_\_\_

Date: \_\_\_\_\_ Country of Citizenship: U.S.A.

Residence Address: \_\_\_\_\_  
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(Include number, street name, city, state, and country)

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(if different from residence address)

Inventor's Full Name: Doug Boyce

Inventor's Signature: Doug M. Boyce

Date: 12/12/97 Country of Citizenship: U.S.A.

Residence Address: 2645 41st 2nd NW  
(Include number, street name, city, state, and country)

Post Office Address: \_\_\_\_\_  
(if different from residence address)

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Residence Address: \_\_\_\_\_  
(Include number, street name, city, state, and country)

Post Office Address: \_\_\_\_\_  
(if different from residence address)

Inventor's Full Name: Kenneth B. Oliver

Inventor's Signature: [Signature]

Date: 12-12-97 Country of Citizenship: U.S.A.

Residence Address: 510 S. Meridian St. Newberg OR 97132 USA  
(Include number, street name, city, state, and country)

Post Office Address:  
(if different from residence address)

Inventor's Full Name: Pierre M. Brasseur

Inventor's Signature: \_\_\_\_\_

Date: \_\_\_\_\_ Country of Citizenship: U.S.A.

Residence Address: 2459 S.E. TV Hwy. Hillsboro, Oregon 97123 U.S.A.  
(Include number, street name, city, state, and country)

Post Office Address:  
(if different from residence address)

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Inventor's Full Name: Pierre M. Brasseur

Inventor's Signature: Pierre Brasseur

Date: 12/11/97 Country of Citizenship: U.S.A.

Residence Address: 2459 S.E. TV Hwy. Hillsboro, Oregon 97123 U.S.A.  
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